

ABSTRACT OF THE DISCLOSURE

5 A contour-drawing object is generated in the size  
greater than a corresponding object (S35, S37). The  
color of the contour-drawing object is set to a contour  
color (S39). Then the object and contour-drawing  
object are drawn by the Z sort method. For drawing  
them, polygons of the object are added to a sort table  
as usual, while polygons of the contour-drawing object  
are added to the sort table after such a shift of the  
10 first address of the sort table that the contour-  
drawing object is located behind the object in the  
actual depth with respect to the view point (S45).  
Since the polygons are drawn in order from the most  
distant polygon in the sort table from the view point,  
15 the object is written over the contour-drawing object.  
Finally, there remains only the contour part of the  
contour-drawing object surrounding the entire edge of  
the object, outside the object and the contours are  
drawn in the contour color.

20 Provided also is a video game apparatus, which  
comprises a computer-readable storage medium storing a  
program for a video game which draws an object  
comprised of a plurality of polygons in a virtual space  
and a computer which reads out at least one of said  
25 program from said recording medium to perform, by  
reading out at least one of said program from said  
storage medium, the generation of contour drawing  
objects.

30